

The Price Verone Paid

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 8+ characters.

The fair city of Verone has a long history of Tyranny, revolts and suffering for its people, that was until the Hero of Verone. The hero rose against the Tyranny and liberated the people of the city and fought for the lasting peace that the city has experienced for hundreds of years. However, not is all that it seems and as the descendent of the Hero of Verone comes of age a darkness is revealed.

A party of adventurers are thrown head first into the grinder this week as they are asked to escort the Hero of Verone on the quest to inherit the full powers of the old Hero of Verone. But there is more to the story than meets the eye and the final test for the young hero is more than the job description.

Verone Fanfare



The lure of gold is tough for nearly anyone to overcome as with great gold comes great power. The ability to fund your own operation, to buy medicine for the homeless, to build homes, fortifications, magical artefacts and more all stems from great wealth. But when there is too much gold offered then the question shifts from "How much are you willing to pay for" to "why so much, what's the catch?"

The party had just entered Verone when an official of the city, a noble and secretary to the lord, approached them. "I am so grateful that you came in such short notice. We were really worried you wouldn't show up in time and were beginning to wonder what we were to do with the chest of gold being out of the treasury for so long." Without giving the party time to talk he signalled them to follow where several guards were standing around a wagon that was laden with a large chest. As he neared the wagon he called backwards "I hope the sum of ten thousand gold pieces was enough. I daresay we had to scrape the vault dry to get this much." he said as he slapped the chest, the guards looking nervously around.

"But as our messenger explained, we are in desperate need of heroes to accompany Verone's hope, our own Hero, to complete the trail of the black tower. Simple enough for people of your skill as all you have to do is make sure the hero gets to the top and completes the ritual." he said with a hint of nerves, "It's a bit different this time around with the hero," he paused, "never mind me - a lot of nerves is all. We need it to go well so we can ensure the future safety of the city, that's all. So the hero will meet you by the gates, you are free to take the gold with you now or later - but I would encourage you to leave it here as it is a lot of gold to travel to the black tower."

Verone was once a city of tragedy and conflict where the old king ruled with an iron fist. But when the hero of Verone, a smith that was brought up in the city rose up to protect the people of the city there has always had a hero of his line imbued with the same strength, power and conviction as the original. The latest in line has just come of age and the final quest has been given. Reach the black tower where the original hero and four of his allies ascended the tower to confront a great evil and as such the Hero was gifted with a great power.

The order has been given, the young descendent from the Hero of Verone is to ascend the same tower and that the original Hero had to. But instead of the four warriors being friends, family or chosen by the king this time four adventurers, heroes in their own right, have been selected and approached to accompany the hero.

The Streets swell with people as the Hero of Verone strides through in polished brass and golden armour, shining long sword in hand and cape flourishing in the breeze. As people cheered for the hero the party waited and watched from the gates. The gold was paid upfront and in large supply but the details of the job were simple – too simple. Get the Hero to the tower, assist them in the trials and ensure that they are successful in their ordeal as Verone must always have a hero to watch over the people.

NPC's:

- The Hero of Verone "Sam"
- The Nobleman - Jacob Tertoski

Encounter: Social - Jacobs proposal and meeting Sam

Creature: N/A

Map - N/A

The party can decide how they want to play this. Jacob doesn't let them talk and instead cuts them off, not really caring about what they have to say until he has played his part. He is nervous, but not lying about anything. He doesn't know about what lies in wait for them, only that the heroes' guardians never return with the hero, according to legend, and that the **Hero of Verone** always speaks highly and fondly of the guardians' bravery.

Sam (Samaeth) is a lady of very few words but the party can tell if they pay attention that she is putting on a more masculine persona.

The City official will do whatever he can to persuade the party to go with Sam - with the exception of offering more gold (as they are bled dry). If the party decides to be (honest or dishonestly) not the people hired for this job, the nobleman (Jacob) will request that they pick up the job as the others have definitely abandoned it.

Leaving Verone

The party and Samaeth make good time travelling westward on the horses given to them by the City of Verone. As they make their way to the Black Tower Sam says very few words but will answer any questions in the fewest amount of words possible. She doesn't know much about the tower but speaks of the order of heroes - the custodians of the hero from centuries. She will also discuss what happened to Verone and the rise of the first hero of the city.

However it is not long until she is silent and watchful of the road, as they approach dusk the tower is visible in the distance as a shard of black stone piercing the sky. However dusk also brings the first signs of trouble.

Birds suddenly fly up out of the trees and fly away from the party as their horses get spooked. Sam instantly dismounts and draws a longsword that starts to glow blue as she enters a battle stance. "Be prepared, evil is approaching" her voice crackles with power as she prepares for combat. Moments later three spiked beasts rush out towards the group but head directly towards Sam who startles, steps back once before roaring a battle cry as she launches forward.

NPC's:

- Samaeth of Verone

Encounter: Attack at Dusk

Creature: 3 Barbed Devils (balanced for 4 level 8 party members, add 1 more per character or level above these)

Map - N/A

All three barbed devils attack ferociously without restraint and throw themselves directly at Sam, they will defend themselves and attack the party if they get in the way but if they can Reach Sam they will. She does well deflecting their attacks (so just make any attack rolls against them and make them miss - but describe it as Sam weaving around the blows). For this reason for any Barbed Devil in reach of combat with Sam and at least one other party member double the attacks that they have and have half thematically miss Sam. If they are being attacked at range, have them dodge on their turn but still get some attacks on Sam - but less. It should be easily handled quickly

"Heroes come in all shapes and sizes" Samaeth said as she polished her sword, the blue light within the blade making the sword look like it vibrated in the air. "That's what my mother used to say after dad left on his last quest. I think she was trying to reassure me that even though I was the first daughter to be born into the line of the Heroes of Verone it wouldn't matter."

As she stared deeper into the blade, the blood from the creatures earlier that day having been wiped clean the a log rolled from the fire and spread

burning embers around her. The dry tinder caught not even after a moment's thought and a foul wind caught the fire and threw it up around her. But Samaeth's eyes flashed blue, matching the same internal light as her sword and the fire began to bend and twist away from the trees and fuel that they had prepared for the fire. The flames licked at her clothes trying to catch her alight but the malicious blaze was bending to her will.

The fire danced upon itself again, travelling from burning logs and scorched ground across to the campfire. The sound of crackling wood and burning leaves retreated until it was contained within the burning pile. She looked up at the party and smiled. "I feel a runaway fire and some beasts attacking during the day are child play to you also, I don't consider myself any different from you adventurers who have stories and mighty deeds already etched into your name. After I complete this test that the Order of Heroes has given me and I purge the black tower again I hope to start earning my title, like you have."

After the fire had died down and the party fell into silence animals would be seen coming to the edge of the fire light and staring at Samaeth, inclining their heads and necks towards her as if bowing to the queen of the forest.

The Black Tower

The climb

Even approaching the tower in the following morning had the party feeling an overwhelming sense of dread. There was an evil to this tower that lived and breathed within the haunting black stone. But the quest was to get Samaeth to the top and even after she warned them that the three fiends from yesterday were nothing compared to the tower's ascent she pressed on. After entering the tower the air thrummed with heat and the sound of creatures chittering and watching from the darkness.

As they looked up at the twisting staircase they could see creatures flying from step to step, the dozens of flights of stairs ascended more than 1000 feet and at the top of the tower a light, high in the peak of the tower throbbed with an unholy glow. With a screech the first of the creatures swooped at them as shaped shambled from the floor, surrounding them and pushing them towards the steps.

"Climb! The order of heroes say that the peak of the

tower holds the true trial where not even the fiends dare tread." as she stormed forward the creatures took this as the sign for the fight to begin.

NPC's:

- Samaeth of Verone

Encounter: Chase - Ascent up the steps

Createure: Varied.

Map - N/A

The party has to travel 1000 feet to get to the "safe zone". Once they reach there then they are safe.

Following the chase rules in the DMG the party must climb the 1000s of stairs whilst fighting and avoiding fighting fiends.

The fiends will try and attack Samaeth with preference but will attack the party if they get in the way.

The chase is over if the whole party is knocked unconscious.

Dretch. These stinkers will use their movement to swarm the bottom of the tower and slowly ascend the stairs - if the party or Samaeth are there they will attack.

Quasit. These beasts will fly at the party and attack them. They always start their turn one turn of movement away from the party and can dash as a bonus action (to account for them flying and not following the curving stairs)

Bearded Devils. Every 3 rounds after round 1 and after the last bearded devils have been defeated or the party has escaped them 3 bearded devils will drop down in front of the party and try to block their ascent.

Shadow Demon. Just before one of the party would reach the peak of the stairs a shadow demon will attack Samaeth and try to drag her off the edge.

The Peak

The last few steps were both a relief and filled with dread. The tower had taken most of their energy and sanity to climb between the broken steps, the creatures that swooped at them from the cavernous ceiling above and the very tower itself coming alive at points to impede or assault them.

But they had made it to the top with Samaeth and as they gazed upon what would be their final test they were puzzled. Ahead of them a resplendent throne bathed in radiant energy sat behind a barrier of golden light. The barrier seemed to buzz when Samaeth approached and shimmered with a

blue light that matched the energy that she gave off herself.

As Samaeth approached the barrier the shadows stirred around them, avoiding the glow from the barrier and throne but they waited as if expecting something. The faint sound of winds could be heard from above as a figure descended on smoking wings.

"Ah a new Hero has arisen. We have been expecting you to arrive and to complete the task set before you. I see you have the companions as well, good we can begin." The deva spoke huskily as if starved. "What do I have to do?" Samaeth asked as she nervously looked at the beasts gathering around the throne.

"A simple task. Sit upon the throne and you shall be protected by the barrier as I empower you with Angelic might." the deva responded.

"What about my companions?" Samaeth asked.

"The barrier will protect you, but you yourself are the hero – not the others. Make your choice as these creatures will only hold back so long."

NPC's:

- Samaeth

- Fallen Deva

Encounter: The Fallen deva

Creature: 1 **Fallen Deva** and creatures to attack from the climb. If the party are above level 8 add in 1 of the below for each level above 8 they are.

Round 1 - 8 **Quasit's** attack,

Round 3 - 5 **Bearded devils** attack,

Round 5 - 15 **Dretches** attack and,

Round 7 - 1 **Shadow demon** attacks.

Then the **Fallen Deva** stops flying overhead and attacks.

Map - 415ThBlTh

Samaeth refuses the Deva's offer which causes the creature to pause for a moment "You are not like those before you. The other Heroes of Verone all accepted my offer and watched as their comrades fought to their last breath as the fiends of this tower consumed their flesh. Then and only then did I give them power. But you are different, yes. You were born with power that should be earned in blood, not given through birth!"

If the party is above level 8 then the deva launches at Samaeth as Creatures swarm over the party. Samaeth and the Deva fight behind the barrier that entraps her, the party can see that as they kill the fiends Samaeth seems to glow brighter and the barrier wavers.

The waves are not meant to be deadly - they are just under "average" but they should be challenging with the previous onslaught of fighting and resources running low.

If the party is level 8 then the deva locks Sam in the barrier and attacks the party.

Lore & NPCs

Samaeth of Verone



Samaeth is the first Hero of Verone to be born a female. Because of this she has had to fight to prove herself in the eyes of the Order of Heroes as well as the nobles of Verone. However without a brother or another male born into the Heroes line she was trained and proclaimed the true hero by the patriarchal order. Since then she has defended Verone against invading hostile armies, giants and even an adult dragon. But to get the full mantle of hero of Verone she must undertake the Black Tower trial.

Maps

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Monsters

Adventure Encounters

Dretch

DRETCH

Small Fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft.

Challenge 1/4 (50 XP)

ACTIONS

Multiattack. The dretch makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Quasit

QUASIT

Tiny fiend (demon), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Resistance. The quasit has advantage on saving throws against spells and other magical effects.

Variant: Familiar. The quasit can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the quasit senses as long as they are within 1 mile of each other. While the quasit is within 10 feet of its master, the master shares the quasit's Magic Resistance trait. At any time and for any reason, the quasit can end its service as a familiar, ending the telepathic bond.

ACTIONS

Claw (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/day). One creature of the quasit's choice within 20 ft. of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

Bearded Devil

BEARDED DEVIL

*Medium Fiend (devil), lawful evil***Armor Class** 13 (natural armor)**Hit Points** 52 (8d8 + 16)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons**Damage Immunities** fire, poison**Condition Immunities** poisoned**Senses** darkvision 120 ft., passive Perception 10**Languages** Infernal, telepathy 120 ft.**Challenge** 3 (700 XP)**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.**Steadfast.** The devil can't be frightened while it can see an allied creature within 30 feet of it.

ACTIONS

Multitask. The devil makes two attacks: one with its beard and one with its glaive.**Beard.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.**Glaive.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Barbed Devil

BARBED DEVIL

*Medium Fiend (devil), lawful evil***Armor Class** 15 (natural armor)**Hit Points** 110 (13d8 + 52)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5**Skills** Deception +5, Insight +5, Perception +8**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons**Damage Immunities** fire, poison**Condition Immunities** poisoned**Senses** darkvision 120 ft., passive Perception 18**Languages** Infernal, telepathy 120 ft.**Challenge** 5 (1,800 XP)**Barbed Hide.** At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.**Magic Resistance.** The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multitask. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.**Tail.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.**Hurl Flame.** *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Shadow Demon

SHADOW DEMON

Medium Fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 4 ft., one target. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

Fallen Deva

FALLEN DEVA

Medium Celestial, lawful evil

Armor Class 18 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	17 (+3)	16 (+3)	20 (+5)

Saving Throws Wis +6, Cha +8

Skills Insight +6, Perception +6

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 16

Languages all, telepathy 120 ft.

Challenge 8 (3,900 XP)

Innate Spellcasting. The fallen deva's spellcasting ability is Charisma (spell save DC 16). The deva can innately cast the following spells, requiring only verbal components:

At will: detect evil and good

1/day each: commune, raise dead

Magic Resistance. The fallen deva has advantage on saving throws against spells and other magical effects.

Corrupted Weapons. The fallen deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 2d6 necrotic damage (included in the attack).

ACTIONS

Multiaction. The deva makes two melee attacks.

Long Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 7 (2d6) necrotic damage.

Change Shape. The fallen deva magically polymorphs into a corrupted version of a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice).

In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Corrupted Touch (3/Day). The deva touches another creature. The target must succeed on a DC 16 constitution saving throw or magically takes 20 (4d8 + 2) necrotic damage. If the necrotic damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is blind and deaf while poisoned in this way.